

7 Hex Dragon House Rules

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Abstract

We here at 7Hex Dragon bought Wizard and Melee back in the late 70s and played as children (4th - 9th grade). After a 25 year gap, we are back with some our children and friends. This ponderous set of House Rules reflects some of the informal changes we made back in the late 70s and early 80s (as far as we can recall!) and evolved from finding the same deficiencies many of us have found with TFT as compared to other games (GURPS, DnD, RuneQuest). TFT is a light, elegant system that was rich enough to feel realistic but simple enough to play quickly. It captured our imagination, but reflected it's one-off arena combat origins in a few areas. The biggest things we wanted to address, without adding much complexity and keeping the spirit of the game intact, were:

1. Balance Attribute and Skill based advancement
2. Improved Melee defense, shield and weapons skills
3. Rework Weapon Damage to reflect the Character more than the weapon
4. Rework PoleArm damage
5. Rework and Expand Saving Throws to make them a Contest between skills
6. New Character Types (Necromancer and Holy Knight) and spell specialities (insect/spider, frost)
7. New Spells, Weapons and lots of monsters (demons, undead, kobolds)!

Things we wanted to do but have not: rework HTH Combat (though see our Avatar: The Last Airbender Martial Arts section) and have some kind of fourth attribute to allow wizards to advance an attribute other than ST to cast more spells (something like Runquest's POW attribute). We always laughed at Conan the Sorcerer with a ST19. We generally have just assumed that it is "inner ST" and don't give wizards the "Advantages of Great Strength" (and have been liberal with ST batteries, see the Necromancer's Spirit Jar). We hope you enjoy these additions and alterations. Great thanks to Steve Jackson for creating it, and Metagaming for publishing it. Just wish they would re-release it or give up and copyleft it to give to the community... (2018 Edit: They're baaack! Steve Jackson has re-acquired the rights to the core of Melee/Wizard/TFT and Death Test and will be updating and re-publishing.)

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1 In The Labyrinth/General Changes

1.1 Character Generation

Max ST for Non-Giant 1 Hex Humanoids = 29

Max IQ = 29

Max DX = 25

Magical or mystical beings of course may have higher as GM sees fit. I can't imagine a normal player character working their way up with XP ever getting near 21 let alone 29, but if you want to play an epic hero like Gilgamesh, Heracles, Merlin, an ancient Lich or something...

1.2 Death and Unconsciousness

More robust way to track grievous injury and death. You can go negative ST for a short period of time.

Unconscious: 0 to $-(0.5 \times \text{FullST})$ needs basic first aid in an hour or will die

Bleeding out: $-(0.5 \times \text{FullST})$ to $-\text{FullST}$ mostly dead, needs physiker in 15 minutes or will die.

Really dead: more than $-\text{FullST}$

1.3 Contest Saving Throw

A Contest Save is taken from the Advanced Melee HTH section called "Pinning: (For Greeks Only)". It was a good idea and we have made general use out of it. Similar to pinning a foe, a Contest Save pits two attributes (say the IQ of a Wizard vs. the IQ of another person he is trying to control or the ST of a disease against the IQ of the physiker trying to cure it). The saving roll is then adjusted by the difference between the attribute being rolled against and the strength of the opposing attribute. For example, a 15 IQ wizard is trying to control an IQ 12 Hero. The hero has to roll three dice plus 3 (the difference between his IQ and the Wizard's) and get 12 or under. Conversely, a ST 8 disease is trying to infect a ST10 hero. The hero would roll 3 dice minus 2 (the difference between the ST of the disease and the hero's ST). This allows a slightly more fine grained approach than just the usual 2die, 3die, 4die, etc saving throw. This can be used for traps and secret doors (an IQ 15 trap would require an IQ 13 trap remover to roll three dice plus 2 to get 13 or less). We use Contest Saves in several places including Disease, many spells and Rear Hex Shield Rush.

1.4 Disease

Some of our new nasties carry disease so we needed a frame work. I stole Runequest's! There are three diseases: Creeping Chills, Brain Fever and The Shakes. They all behave similarly in that they attack one attribute (ST, IQ, DX, respectively) and can be cured by a Physiker or Master Physiker or a new 7HexDragon spell Cure Disease depending on their severity. Each disease is given a ST rating that is used to make a Contest Save (see above) against the victim's ST to avoid it. For instance a Winged Shadow Demon can carry a Creeping Chills 15. So to avoid contraction the character exposed (through damage inflicted, any HTH or handling the body in a messy way) must make a Contest Save: his ST against the Disease having a "ST" score of 15. If the character contracts the disease, they will loose the the total amount of ST, IQ or DX per month as is the base ST of the disease. So in the example above, if the character contracts the 15ST Creeping Chills, then he will lose 15ST per month until he dies (about 1ST every 2 days). He can be cured by Wish, Cure Disease spell or by a Physiker or Master Physiker. The Physiker gets one and only one attempt to cure the disease and he makes a Contest Save the ST of the disease vs. his IQ. If he makes it, he will cure the disease in one week (hope you have a week's worth of ST/IQ/DX left in you!). A Master Physiker makes a Contest Save but gets to roll one less die for the save. A creature can have more than one disease (or you can say it is a new disease that attacks more than one attribute). Physikers will charge for curing diseases at about 100 Silver per point of the disease as this involves a week of care, expensive ingredients and personal risk via exposure. He collects half if he does not cure the disease. PC Physikers who try to cure diseases can be paid, but have to make their Contest Save to avoid contraction if they fail to cure it. They can attempt to cure themselves once. Once cured, you recover your attribute points at 1 every other day. While sick, characters will be treated as

if their current diseased attribute really is their total attribute. So a hero with ST 14 who has lost 4 points of ST due to the Creeping Chills will no longer be able to wield his Halberd (with a ST requirement of 13). A wizard with 14IQ who has lost 1IQ to Brain Fever will not be able to cast Lighting (IQ14 Spell). GM should roll for contraction and only tell the character they have a disease when they lose their first attribute point. I have managed player to player contagion by context (i.e. if there is reason to believe PCs have very close contact like one carrying the other after injury, or any Physiker curing injuries, etc then I make a contagion roll in secret).

The following are creatures that are likely to carry a disease (though any creature can be sick). The number following the creature is the chance (on 3d6) that the creature will have a communicable disease (i.e. if you roll 13 or under the Ghoul will have a disease). The GM can always decide if they have one or not. The number after that is the dice to roll for the ST of the disease. If they have a disease, the GM can assign it or roll 1d6: 1-3 Creeping Chills, 4 Brain Fever, 5-6 Nerve Shakes. Also note that certain locations (like bogs, marshes, battlefields that have not been cleared) can have diseases themselves or can add bonus to the ST or probability of creatures carrying diseases, so Zombies in a disease infested marsh might have a probability of 11 to have a disease and its ST may be 2+2, etc. As a rule of thumb marshes and bogs will add 1 or 2 to the disease probability and ST. Battlefields in top decay form will add 1-3 to each.

Diseased Creature	Chance Diseased on 3d6	Disease ST
Ghoul	13	5d
Winged Shadow Demons	9	4d
Demon Drone	6	2+3
Vampire	9	2+2
Rats (Giant or otherwise)	12	3-1
Spider, Scorpion, etc (Giant or otherwise)	6	2d
Hymenopteran	7	2+1
Harpy	9	3d
Wolf	5	2-1
Zombie	9	2+3
Kirean Zombie	6	2d

1.5 Weapon Talents

Pick/Hammer: A weapon talent more amenable to the hammer lover. The Hammer/Pick talent lets you use a good range of weapons without having to have multiple talents to get them. The sword people get the dagger (which everyone has to have to survive HTH), really good one handed weapons like the bastard sword and the highest damage weapon Great Sword. So they can have a dagger at their belt, a bastard sword and shield and a backup Great Sword all for 3 talent points (one for shield, two for sword). The Axe/Hammer/Mace people have to pick up an extra 1 for knife and maybe 1 for shield. Never mind the PoleArm users, there are no good one handed weapons (the spear does a whopping 1+1) so many pick up sword to get the dagger and good backup weapon. That's 2 for pole arm, two for sword and just use the Main-Gauche for shield as you can't waste that many precious IQ points on basic weapons, not to mention any kind of missile weapon. So we have the Hammer/Pick talent which trains in:

Hammer

Military Pick

Great Hammer

PoleHammer (Bec-de-Corbin)

(Heavy Pole Hammer (Lucern Hammer))

Now we still need the knife talent, but at least we have a good backup weapon if our Bec-de-Corbin breaks (the Military Pick!), or a good two handed backup if our military pick breaks.

Weapon Mastery: IQ 10 Talent (3) Prerequisite - Relevant Weapon/Shield Talent. This replaces the

Fencing Talent for any non-missile/non-thrown weapon. (If you think this isn't a thing, look at the devastation that French or Italian knights of the 14th and 15th century wreaked deftly using the advanced training, leverages and properties of the poleax, if the terrain was rough, they'd even dismount and use those poleaxes to great effect. Or just consider the Samurai and the deadly naginata in the properly trained and practiced hands...) The lower of DX or AdjDX with the mastered weapon must be 13 (i.e. an unarmoured swordsman with DX 12 and a +1DX Fine Broadsword is not eligible to be a Master at all and a DX 14 Swordsman in Chainmail can have the talent, but will get no benefit until he gets his AdjDX up to 13). If the lower of DX and AdjDX is 13, 14, or 15 he does +1 Damage with the weapon. Also, attackers are at -2DX to hit you when you are using your Mastered weapon and they are in your front hexes. Finally, attempts to engage in HTH combat from a Master's front hexes while using the Mastered Weapon rolls at +1 for HTH results (i.e. resulting in less likely that the HTH will occur). If the lower DX and AdjDX with the Mastered Weapon is 16 or higher, he gets +2 Damage, opponents are at -2DX to hit, and the Master adds 2 to HTH outcome rolls for attempts to engage in the Master's front hexes while wielding the Mastered Weapon. This seems to reflect what I have seen of advanced swordsmen, they are better attackers (i.e. they are more precise and have better leverage control over the weapon to get better damage) and better at keeping their proper distance making them harder to hit or grapple.

One of the deficits of TFT was the high DX fighter, hits first, hits last. We have tried to curb that with slowing character advancement past 45 points and adding better defense possibilities with Weapon/Shield Master (so even the 15AdjDX fighter would be reduced to 12AdjDX facing a Weapon Master and 10AdjDX facing a Weapon/Shield Master).

Note: I have generally only applied this to one weapon and not a weapon type (i.e. not all swords or all axes/maces/hammers, etc like the basic talents). Rather you are Master of 1Handed Axe, or 1 Handed Hammer/Pick, or 2H Sword, etc. I do tend to allow *very* close weapons to count like: Broadsword and Bastard Sword (used one handed only and not Rapier), Halberd and PikeAx (but not spear or naginata), Javelin and 1 Handed Spear (but not 2 handed spear), etc. Certainly a one handed ax and hammer are close, but GM discretion.

I generally don't allow the -DX to affect 3-hex or larger creatures. So clumsy giants would still get their shot in, as they would not care for the niceties of a weapon master, but would simply have too long a reach and smash their way through. Same for Dragons, etc.

Shield Mastery: IQ 10 Talent (3) Prerequisite - Shield talent and the lower of DX or AdjDX must be 12. Similar to Weapon Mastery (and same IQ level as Fencing), but gives the user +1 hit stopped and -2DX to an opponent to hit you when you have a Shield ready and your attacker is in one of your front hexes. Additionally, "spiked shield rushes" do +2 damage. This can be combined with weapon mastery for a potent combo of -3 or -4DX and an extra 1 hit stopped, but note the 3 IQ cost for both (plus the weapon talent, shield talent would take up 9 IQ points). The Shield Master does not get the HTH bonus (the idea is that the attempt to engage in HTH is met with the business end of a deadly weapon). We did allow someone to have Main-Gauch Mastery which allowed them to have one extra-hit defense (2) and -2DX for opponent, which is a stretch, but allowed the renaissance style blademaker in. I do allow the -DX for larger creatures with the Shield as a balance and realistic aspect of a good use of the shield.

1.6 Experience Points and Advancement

Trying to strike a balance between advancing attributes in the spirit of classic TFT, but having a more skill based approach, this new Experience point table allows slightly faster advancement up to 50 points, then slower to get higher points with an incentive to purchase skills. Developed enough characters can buy Talents with Experience points (you must have the minimum IQ for the talent and all prerequisites to understand it, but you don't have to increase your IQ to "make room" for it, though see below). Only characters higher than 45 points can take advantage of this. To do this you get to add one point to your talents for 250 EP (for example, if you wanted Acrobatics you would have to save up 750EP to get it). You must have the minimum IQ required and any prerequisites. So if you are a 46 point character with an IQ of 12 and 12 points of Talents, and don't want to wait to add three points to your IQ, you can buy the Fencing talent for 750 Experience Points (since you already have an IQ of at least 10 for the Talent itself and presumably the Sword talent). You will technically have 14 points of Talents with a 12IQ, but that is okay!) I do put some upper limits to talents (i.e. they cannot have more talents than they have IQ, counting each talent as 1IQ point, so Acrobatics and Master Armourer would count as 2 IQ points to the absolute total). This balances Heroes with Wizards a bit better I think.

Total Attributes	EP Needed
Up to 36	125 EP each
37 - 40	250 EP each
41 - 45	750 EP each
46 - 50	1,500 EP each
51 - 55	5,000 EP each
Every 5 Points	1.5xEP

2 Advanced Melee Changes

2.1 Rapiers

We thought it sad that the swashbuckling, Renaissance Rapier fencing master could not survive in Melee. The 1d6 was simply not enough to ever carry one. We have addressed this in our House Rules. See the new Weapon Damage table below, weapons now represent additional damage to the Unarmed Damage found in Advanced Melee. The rapier wielder gets one special advantage in that he can choose the higher of ST or DX (not AdjDX, BaseDX) as the base for his Unarmed Damage when using the Rapier. If the Rapier user chooses DX as his Unarmed Damage base, then he can wear no more than leather armour! This allowed the Cyrano's and Romeos back in the game and we justified it on the basis of the design of the weapon. The damage is still on the light side, but by pumping DX the rapier user will hit first and get some more damage from that same DX, balancing out the low damage, plus they are eligible more quickly for Weapon Master Status. We took some back by giving an extra 2 points of armour to those wearing more than chainmail, not including shield. Example: A man in chainmail with a shield fighting a man with a rapier does not get the 2 point bonus, but a man in Plate does (with the idea that a Rapier is very ineffective against Plate, you have to shoot for under the arm, eye holes, etc).

2.2 High DX Archers

High DX archers who can shoot twice get to shoot the first time during the movement portion, in proper DX order and the second time during regular combat in proper DX order. This seems a bit more realistic, they should get the first shot off as people are running at them. Plus it breaks up some of the clumsy you-move-I-move, you-hit-I-hit ordering. Plus my half-elven archers are a whiney lot and complain that they get shorted in combat, they are often lucky to get one arrow off before some wolf jumps on them.

2.3 PoleArms

We have some real PoleArm addicts so we reworked the PoleArm section to better balance them (we take away some of the high level charge damage but add a just a little back with 2 new pole arms).

First a new PoleArm that does just a little more damage than the Halberd and PikeAx, the PoleHammer. This is a PoleArm of the Bec-de-Corbin/Bec-de-Faucon type, see damage table below. If you want to integrate it into the classic TFT, then it will do 2d like the halberd and weigh the same and be 2 meters long, but will ignore 1 hit of armour. It was made with both a fluke/spike designed to puncture thin armour and a three/four pronged hammer designed to pierce chain or land a damaging percussive thump on more heavy armour (and of course a long spike/blade on top to take a charge, many knights would not bout with them for fear for their hands, even with heavy clamshell gauntlets). These kinds of weapons start to take over the sword in duels after the advent of Plate Armour (with the recognition that the PoleHammer will do more damage to a man in Plate Armour than a sword, which is nearly useless against heavy armor, but a little less than against an unarmoured man where the sword is very efficient). Minimum ST is 14. Shields do *not* count as armour and are still effective in blocking hits, but hides/scales/fur/StoneSkin, etc do count as armour. Examples: a Gargoyle attacked with a PoleHammer will only have 2 effective hits armour. A man with cloth armour and a small shield will still block 1 point of damage for the shield, but the cloth armour is negated by the PoleHammer. A bear would have no effective armour against a PoleHammer. You can also have a Heavy PoleHammer, like the Lucern Hammer, that does the same 2+2 damage as the PikeAx, but ignores up to 2 hits of armour and minimum ST of 16 to wield it. It has the same weight and length as the PikeAx. Note if a man in cloth armour is hit with a PoleHammer, the cloth armour is negated, but the PoleHammer wielder does not get to use that “extra” point of armour piercing for damage.

Now that we have given the PoleArm user some new toys, we take away some of the insane Charge Attack damage. If you are using the 7HexDragon damages for weapons (see below), then you do double the weapon portion of damage (not the total damage, the ST modifier is not doubled), but that is much less (the PoleHammer only does 1+1 and the Heavy PoleHammer only does 1+2, plus non-doubled ST modifier). For example, a 16ST Hero wielding a HeavyPolehammer charge attacks a wolf. Since it is a Heavy PoleHammer it ignores the armour of the wolf (note the Heavy PoleHammer actually ignores up to 2 hits armour, but does not get any further bonus after ignoring the wolf’s 1 hit armour: i.e. the PoleHammer does not get to do an additional point of damage since the wolf only had 1 hit armour). The Base Unarmed Damage for a 16ST Hero is 1d, the Heavy PoleHammer does 1+2, doubled for charge, 2+4. Total charge damage is 3+4 (max of 22 hits, average of 14.5) and ignores the wolf’s 1 point fur. If you want to use Classic TFT, we recommend charge damage is as follows: Heavy PoleArms (Halberd, PoleHammer, PikeAx) do an extra 1.5xdamage, round down in a charge attack, not double. Light PoleArms (Javelin, Naginata, Spear) do an extra 1d damage in a Charge Attack situation. This is much less damage for the heavy ones, but we tried to compensate a bit with the PoleHammer and the Mastery Talent above. Reducing armour gives some controlled damage back without the huge potential of doing 4+4 (up to 28 hits averaging 18, or more if it is Fine or Enchanted, new system has max 22 average 14).

HTH vs. PoleArms: If a charging attacker is successfully hit and damaged by a polearm user for extra damage due to being set to take a charge attack, the charging character cannot initiate HTH combat that turn (i.e. he has been impaled at a distance of 3-5 feet away and can only swing a weapon on his turn). He is stopped in the adjacent hex. Next turn charging attacker may attempt HTH. Additionally flying creatures dropping down into HTH are considered to be charge attacking and can be impaled. If they are hit for extra damage they fall into a random hex (roll 1d6) next to the PoleArm wielder and must save 3DvsDX to avoid falling down into that hex (if the polearm wielder is significantly bigger/stronger, they can choose the hex, GM discretion). They may attack if they do not fall down, but not initiate HTH.

2.4 Damage based on ST with Weapons Modifiers

It is the man, not the weapon that kills. Now different weapons have different abilities and certainly a military pick is likely to do more damage than a bare fist or short sword to a man in plate armour. We have tried to strike a balance, giving due nod to the man as the weapon (via ST and DX) and the weapon as having varying properties. The adjacent table is the Advanced Melee Unarmed Damage. The Weapons Chart below should then add damage to the base Unarmed Combat Damage. This adds some small complexity to TFT and we have on our our character sheet an AdjDX field for each weapon since they may all have different AdjDX scores (Hammers do more damage but are slower to wield, rapiers are long and fast, etc). While this is our largest deviation off of the elegant simplicity of Melee, this setup has the advantage of elegantly taking care of the insane Charge Attack damage of polearms, you just double the weapon portion of the damage before adding the ST modifier, which cuts it back a good bit (see PoleHammers above) while allowing a rapier master to be viable.

ST	Unarmed Damage
8 or less	1-4
9 or 10	1-3
11 or 12	1-2
13 or 14	1-1
15 or 16	1
17 to 20	1+1
21 to 24	1+2
25 to 29	1+3
30 to 39	2+1
40 to 49	3+1
50 to 69	4+1
70 to 99	5+1
100 to 139	6+1

2.5 Weapon Adjustments to Unarmed Damage

Weapon	Min ST	AdjDX	Damage	Notes
Club	none	none	+1	Any sturdy, simple stick
1H Hammer/Mace	11	-1	1d	ignore 2 hit from armour. Includes Pick
2H Hammer/Mace	16	-2	2+2	ignore 3 hits from armour. Pick, Maul, Mallet
1H Flail	15	-1	1+2	Ignores shield/Main-Gauche/parry
2H Flail	14	-1	2d	Ignores shield/Main-Gauche/parry
Dagger	none	+1	+1	See TFT Main-Gauche
Rapier	8	+2	1-1	See Rapier Above,-2 hits vs. Plate
Orc Sword	11	-1	1+1	Heavy Unbalanced Scimitar
1H Sword	10	+1	1d	Includes Bastard Sword used 1H
2H Sword	14	+1	2d	Includes Bastard Sword used 2H
Great Sword	17	-1	2+2	6 foot behemoths
1H Axe	9	none	1+1	War Axe, Ignores 1 hit armour
2H Axe	14	none	2+1	Battle Axe, Ignores 1 hit armour
1H Spear	10	+1,taking Charge +2	1-1	Charge 2-2
2H Spear	11	+1,taking Charge +2	1d	Charge 2d, 2Hex Jab
Halberd	13	+2,taking Charge +2	1+1	Charge 2+2, 2Hex Jab
PoleHammer	14	taking Charge +2	1+1	Ignores 2 hits armour,Charge 2+2, Jab
Pike Ax	15	taking Charge +2	1+2	Charge 2+4, 2Hex Jab
Heavy PoleHammer	16	taking Charge +2	1+3	Ignores 2 hits armour,Charge 2+6, Jab
QuarterStaff	10	+1	+2	Disarm Option
Cestus	none	none	+1	Multiple attack with two Cestii
Wizard's Staff	none	none	1d only	see Staff, no Unarmed Damage

2.6 Armour

We have added Bringandine/Scale armour consisting of a lightly treated layer of leather with scales or thin plates on top of the treated leather. The plates were very effective against blades and the double layers spread the impact of blunt weapons around a bit. Stops 4 hits and is -4 DX. Cost is one third more that of Chainmail.

We allow Fine Chainmail and Fine Brigandine/Scale to take the same number of hits, but take one less point off of DX (-2 for Chainmail and -3 for Scale/Bringandine). The cost is 10x that of regular Chain/Brigandine (it can be made with lighter materials and better workmanship to reduce weight and to form fit the user, it has to be custom made for the user like Fine Plate and can't be "found").

2.7 Critical Hit

Critical hits doing double and triple damage double or triple the actual damage after armour. So if a man in chainmail is hit for a double damage critical hit by a man with a broadsword, the damage is rolled normally, say a 7. 7 minus three for the chainmail is 4. Double that to get 8. Cuts back a good bit on damage to anyone with a bit of armour.

2.8 Rear Hex "Shield" Rush

This is a way to make stronger characters a little more down to earth. Any engaged character who has an open rear hex can be "shield rushed" (though note shield *not* required!) and knocked down by a figure the same size/number of hexes. The idea being an engaged figure can more easily be knocked down by being hit from behind, on the knees, etc. If the rusher is stronger than the rushee, there is a 5-die save vs. DX to avoid falling. If the rusher is equal to or one point weaker than rushee's ST, it is a 4-die save. If the rusher is 2 points or more weaker then it is a 3-dies save. Even a hobbit can barrel roll into the back of the knees of a strong human and knock him over. Optionally, you can do a Contest Save (see above), but only in the favor of the rusher (so if the rusher is weaker than the rushee, it is just a 3D save, if the rusher is stronger, then adjust accordingly). The rusher then has the option of also engaging in HTH combat with a -1 on the HTH roll to determine outcome (i.e. the outcome will more likely favour the attacker getting into HTH).

3 Advanced Wizard Changes

3.1 Summoned Beings and Magic

Of course summoned beings can use magic (the demon can teleport and grant wishes). See the Shadow Wight Mage, Lich and Skeleton Lord below. Of course you want to keep balance by closely controlling the spells a summoned being is allowed to have.

3.2 Saving Rolls - Contest Save

All thrown spells that directly involve a victim are allowed a saving throw against the most logical attribute (Sleep vs ST, Control Person vs. IQ, Trip vs. DX). There are no saving throws for spells that only temporarily reduce attributes (Confusion, Decrepitude, Clumsiness). This is mostly for thrown spells. See Contest Save above.

3.3 Missile Spells

Missile spells affect the caster like melee damage in terms of -2DX penalty the next round and being knocked over (i.e. casting a 5ST fireball will give the casting Wizard a -2DX next round and an 8ST fireball will knock the caster down, though he will get the spell off just fine). This is to damper boring one-off missile tactics, especially those with ST batteries.

3.4 Elementals

Note new Elemental in the Bestiary below, the Frost Elemental.

3.5 Open Tunnel

Open Tunnel does not kill an organic being if used on him. If the character misses DX saving throw, then all non-magic metallic/stone/earth items disappear (metal armour, metal part of weapons, stone jars, etc). Cloth, leather, wood, etc all stays put as does any other organic matter (food, plants, bows, non-metal arrows and heads, etc).

3.6 Long Distance Teleport

I hate this spell, it ruins balance and makes adventures hard to manage. I have banned it entirely in most cases, but also have a variation that changes it to a strictly last ditch chance to escape imminent death. It requires the caster prepare a single home site to which to teleport (usually the Wizard's lab). The home site must have a strong mnemonic device somewhere (any well known object will do: a book, a painting, etc). There is a huge risk though, roll 3d6: a roll of 6-13 means all goes well. A roll of 3,4,5 means the wizard shot too low and is partially encased on the ground (roll of 5 means loss of feet and legs, 3 and 4 mean death). A roll of 14+ means the teleporter shot too high, 2 feet per number over 13 (i.e. a roll of 17 means a fall of 8 feet with resulting damage). If the caster puts a thick cushion on the spot, he will not suffer any fall damage, but a roll of 6 indicates he teleported into the cushion and has to make a 4d save vs. DX to avoid losing his feet).

3.7 New Spells

Just a few spells I have added to fit the 7Hex Dragon Campaign. See the Necromancer and Holy Knight/Monk below for a few more. Most were added to further the Campaign or to support a character desire. We have an arachnidish wizard and an Ice Mage (we have altered many spells trivially: ice wall for wall, summon polar bear for summon bear, etc). And again, see the Necromancer and Holy Knight/Monk below for more novel spells.

IQ 9

Summon Giant Spider (C) Cost 1+1. Summons a Giant Spider to fight for the wizard.

Despair (T) Cost 1. Creates low morale (-1 penalty for morale checks) and pessimistic outlook of an acute nature, reduces MA by 2 and ST and DX by 1 (count as fatigue in both cases). Animals will tend to disengage and wimper unless summoned or well trained. Contest Save IQ of caster vs. IQ of victim. This is mostly for the Shadow Wight Mages. Lasts 5 turns, ST and DX need 15 minutes resting to come back like fatigue.

Bladesharp (T) Cost 1 per extra hit damage. Increases the damage of any bladed or piercing weapon by 1 hit per one ST put into the spell up to 5. Lasts 3 turns. The damage is magical and is not included in any doubling (pole arm or critical hit).

Chills (T) Identical to Clumsiness (-2DX, etc) but due to icy chills from inside causing stiffness and shakes.

Mist (C) Like Darkness, but a cold foggy mist. Precursor to Frost Cloud below. Also like Darkness comes in larger sizes at the same IQ as Darkness.

IQ 10

Climb Walls (T) Cost 2. Allows someone to climb walls and similar surfaces like a giant spider. Very smooth surfaces (marble, glass, etc) will not hold, but trees, castle walls, tunnel ceilings, etc all work. Note that climbing involves at least three appendages so complex spell casting and fighting can't be done while holding on to a wall (any spell that you have 3 or more IQ point more than needed to cast could be done, but no melee attacks without falling).

Throw Web (T) Cost 2. Throws a one hex web from the caster's hand/staff to ensnare a victim. Treat as the Giant Spider's web from In The Labyrinth. If the wizard makes his AdjDX roll assume the person is ensnared and must roll 3d against DX to avoid falling. If they do not fall, they can stand and fight at -4DX or cut through the web. If they fall they can only cut through the web with an edged weapon. Only works on creatures with less than 30 ST. Any creature with 30 or more ST will simply yank it off like so much loose yarn.

Swarm (C) (Cost 2+1) - Summons a cloud of insects to befuddle and attack anyone in a contiguous 3hex range. After the first round the insects will follow the victims they first attack, even if they split up. The insects cause 1 hit of damage per turn, armour does not help and all victims are at -2 DX due to the attack. No weapon can stop them, only area attack like fire, frost cloud or a very strong wind. Consider a morale saving throw vs. IQ for untrained/unsummoned animals or people already with low morale (frightened, unwilling, superstitious, etc). GM discretion.

Ice Wall (C) (Cost 2) - Like Create Wall but of ice. Is unclimbable even by spiders, etc, but can be melted with a fire spell over 3 turns (which will put the fire out in the process).

Berserker (T) (Cost 2) - Creates an endorphin and adrenaline jacked fearless warrior (at a cost). For 12 turns has +2 strength and +1 DX, is fearless (morale, fear and gloomy spells/creatures don't affect them), and +2 MA. After the 12 turns, subject takes immediate 2ST fatigue "damage" and is at -1DX for 5 turns.

IQ 11

Scorpion Staff (T) Cost 2. Makes the casting wizard's staff a long undulating magic scorpion tail that can lash out 2 hexes (like the PoleArm 2Hex Jab) and has the same poison as the Giant Scorpion. It takes two hands to hold the staff and the Wizard must strike with it like a regular weapon (i.e. the staff does not have a mind of its own and the wizard must choose to attack with the staff like a melee weapon or take some other option, but not both). Lasts 5 turns.

Chitin (T) (Cost 1+1) - Like Stone or Iron flesh, creates an insectoid chitinous skin consistency that stops 2 hits per turn.

IQ 12

Frost Cloud Cost 2. Creates a very dense and sub-zero frigid icy cloud that can initially move away from the caster at 2Hex/turn or sit still. It will stop if it runs into a wall or other blocking object. Once it stops, or if it was cast originally stationary, the caster cannot put it in motion again. It is opaque and any one caught in the cloud cannot see (treat like a shadow hex). Every turn in the ice cloud does 1 hit damage, armour/StoneSkin does not help. Any fire creature takes 3 hits per turn (salamander, dragon, etc). Additionally you must make a save vs. ST (or a Contest Save) to avoid chills and muscle stiffness that will take -2DX while you are in the Cloud and for 3 turns after. From the Mages of the Karlyd Tundra who also can walk in the middle of this and suffer no damage. This is often what opposing armies see is a giant frost cloud rolling towards them hiding the Karlydian Army. Negated by 1-hex fire (they snuff each other out if they come into contact for a turn).

MH Despair (S) Cost 3. Like Despair above, but centered on the caster such that anyone getting next to him has to Contest Save or be affected by Despair.

4Hex Web (T) Cost 4. Throws 4 continuous hexes of Web (as per the Throw Web spell above). All with ST less than 30 in the affected area must roll against DX to avoid falling, etc.

Icicle Spray T Throws sharp icicles out of the wizard's palm/staff. You can put all your strength into one big icicle or spread them around into up to any 3 contiguous hexes in front of you. Each ST put into the spell does 1-1. So you can put 6ST into putting 3 2-die icicles spread into your front three hexes, or put 4 ST into one and 2 into another, etc. They shatter upon impact and cause the floor to be slightly slippery (any saving throw around falling should be made more difficult by 1). Normal save vs ST to avoid -1DX for 5 turns due to chills.

7Hex Swarm T 3+1 See IQ 10 Spell Swarm above, but 7 contiguous hexes of swarming insects that will attack the nearest person and then follow them even if they split up.

IQ 13

Frost Brand Cost 2. Similar to Flaming Weapon, this drops the temperature of any metallic weapon deep into the sub-zero range for 12 turns. Any hit that penetrates armour and does damage will do an extra +2 Frost damage and a 3d save vs. ST or lose -2DX due to stiffness and chills for 3 turns. Double damage to any fire creature (salamander, dragon, etc). Will lightly steam in any normal climate, much more in hot, humid climates. The -2DX is not cumulative, but the 3 turn clock will reset to 1 on every successful attack.

Cure Disease ST Cost same as the ST of the disease. Takes 1 hour per ST of the disease to cast (during which time the wizard is generally occupied) and the Wizard makes a Contest Save, his IQ against the ST of the disease to see if he can cure it. If he fails he is exposed and must himself make a Contest Save at -2 to avoid the disease. Can only be cast once against a particular disease (well, it can be cast more than once, but all attempts past the first are guaranteed failures!). Example: IQ 14 Wizard tries to cure a 15 ST Brain Fever, it will cost 15ST and take 15 hours (the ST is expended all at the end) and the Wizard will need to roll 14 or under on 3d+1 (the +1 is the "Contest Save" portion).

Ice Blast (T) Creates a deeply sub-zero ball of ice like substance about the size of a pomegranite that can be thrown and will explode, cause 1d to all in the hex it lands and the hexes adjacent it. All taking damage from the Blast will be at -2DX for 3 turns and a MH Mist will cover the area of the Blast for 5 turns unless there is a heavy wind about. Note it takes one turn to create and one turn to throw. The wizard and friends will be hurt by the blast if they are in range.

IQ 14

4 Hex Frost Cloud Cost 4. Creates a 4 hex icy cloud. See Frost Cloud above. 4-hex fire will negate this spell (they actually negate each other).

Snow Crystal Ball Cost 8. Creates a temporary crystal ball with limited abilities to scan within 5MH diameter of the holder. Good for looking on the other side of doors/walls. Lasts 5 turns. Yes, I stole this from the cheesy 1960s clay-mation Santa Claus is Coming to Town.

Familiar (T) (Cost 10ST) When cast on a small, ordinary animal of low IQ (smaller than an eagle: toad, small owl, raven, bat, small snake, small fox, small dog, domestic cat, etc). Will become the Wizard's familiar for life. The wizard can see through it's eyes if the wizard concentrates (closes his own eyes and focuses) and the familiar is within a mile or so. Familiars will follow rudimentary mental commands even including suicidal ones. Takes 4 hours to cast with ST used evenly throughout. Two DX roles, one at the beginning and one at the end. Kills the animal if it fails. The animal has to be awake, alert and restrained (caged or held onto strongly). I generally don't allow poisonous animals or animals with any serious attack capabilities. If the familiar is killed, the wizard immediately takes 1-1 damage and is -2DX for 5 turns.

Cone of Cold (M). Like lightning, but a narrow cone of sub-zero waves rolls out of the wizard's palm/staff doing 1-1 per ST put into the spell, anyone taking damage has -2DX for a number of turns equal to the ST put into the spell or by the number of ST damage done, whichever is lower (i.e. if a 5ST Cone only does 2ST damage, then -2DX for 2 rounds, but if it did 8 damage, then only 5 rounds). Anyone taking more than half their total (natural/starting) ST in damage is frozen for 2 turns, then -2DX after that. The lowered DX is due to chills and stiffness. Metal armour at half effectiveness.

IQ 15

Limited Possession Cost 6 per week. Similar to the Possession spell but of limited time frame (usually 27 days, one less than a lunar cycle). Also, every week the victim gets a Contest Save to see if they can break free, if they fail, the caster spends another 6 ST. The death of the victim while still possessed causes 2+2 damage to the caster. This was added to give Shadow Wight Mages an interesting twist and I generally limit it to magical creatures and not characters.

Gloomy Darkness (T) Cost 3+1. Casts a gloomy MH Shadow that will disorient anyone who does not make an IQ Contest Save against the IQ of the caster. Disorientation included the effects of the *Despair* Spell and Confusion spell. The Gloom persists for 3 turns after you emerge from the Darkness. Mage Site users have to make a 3D save against their IQ to see through the Deep Darkness. (Again mostly for our Shadowight Mages). Only shadowights can see through this darkness and escape it's Gloom (since they are pretty Gloomy anyway).

Ice Touch (T) For every point of ST you put into the Ice Touch spell, you do 1-1 die of damage to anyone you touch, with a contest save to avoid -2DX due to chills and stiffness. Lasts 3 turns. Additionally you can completely freeze objects by touching them (maybe making them easier to break, allowing passage over a still, small body of water, etc). Game Master discretion, but some guideline:

1ST freeze small, hand held object in 2 turns: glass of water, grapefruit, small book

2ST freeze small, hand held object in 1 turn or small 2 handed object like a 1-2 gallon water pouch in two turns.

5ST freeze a small path accross a 3 hex still body of water in 3 turns (or one hex per turn)

8ST freez a regulare sized door (not heavy oak double door) for easier breaking in 3 turns.

MH Gloomy Darkness (T) Cost 3+1. Casts a MH Gloomy Shadow (see above)

IQ 16

7 Hex Frost Cloud Cost 5. Creates a 7 hex icy cloud. See Frost Cloud above.

3.8 New Kind of Magic: Spirit Field

There are two kinds of magic, normal/mana and spirit. Spirit Magic uses the Spirit Field. The Spirit Field is distantly analogous to the Gravity Field (or more specifically the Stoic pneuma). Live individual spirits carry with them a weak Field that attracts other spirits and Spirit Energy, the stronger the Spirit the stronger the Field. Spirit Energy is the imprints and remnants of significant spiritual events (death, strong emotion, high creativity, etc) and the vague spirit life of plants and animals that floats about us, unrecognized. Normal magic and spirit magic have some similar characteristics and are not entirely disjunct, but learning one does put you at a disadvantage for learning the most different parts of the other. So Necromancers, who use Spirit Magic, can only learn elemental spells like Lighting at a cost of 3IQ points per spell, and a regular wizard can learn purely Necromantic spells such as Spirit Jar at a cost of 3IQ points. Spirit Magic is adept at affecting living organisms (see Decrepitude, Induce Fear), manipulating and binding the Spirit Field (see Spirit Jar, Golem or Become Lich) or recalling spirits to do your bidding (see Spectre, Summon Skeleton Lord). Spirit Magic is un-adept at manipulating non-living matter (Lightning, Open Tunnel, Drop Weapon, Rope, non-Demon/non-undead summoning spells).

Other properties of the Field is that it flows around the Necromancer and he can "focus" it on certain objects in different ways. This limits the number of kinds of Spirit things he can have at once. The Spirit Jar creates a flow focus that is disrupted if another Spirit Jar is added to the Necromancer's Field. Similarly with the Golem. Additionally, the Field is weak and certain things cannot go too far from the Necromancer. General rule of thumb is 6 feet (or two hexes) for Spirit Jar/NecroStaff and 50 feet (or a little more than 5MH) for Golems since they actually carry their own even weaker Field so can go further than the purely inanimate Spirit Jar. Summoned beings can go as far as they want, as they have their own full strength Fields.

The idea was to create a new character type that would lend some richness to the game, keep the balance and stay true to the spirit of TFT that any character can learn any skill if he works hard enough. We figured that the non-elemental spells (like Control Person, Detect magic) were accessible to both Necromancer and Wizard since they had enough in common. So anything that did not directly manipulate matter was allowed to the Necromancer. Play balance (which we have played around with a good bit and are happy, though it is imperfect), involves a trade off between the Necromancer's cheaper and lower IQ requirement summoning type spells (Spectre, Skeleton Lord, etc) vs. not having other, better summoning spells (like Gargoyle and Dragon) and no missile or elemental spells. The ability to have a Lich summon a Skeleton Lord who summons a Skeleton Warrior means the Necromancer can summon 3 beings for a cost of 2ST/turn. Though note that each of them are not particularly strong (i.e. the Lich can do little damage directly, and the Skeleton warrior is not particularly deadly compared to a 4 hex dragon). So even though it looks like a lot of firepower for

2ST/Turn, a Lich, Skeleton Lord and Skeleton Warrior are no match for a 7 hex dragon in straight combat (possibly even a 4 hex dragon played well!). Couple that with no Missile Spells and the Necromancer is a fairly weak in straight duels. The Necromancer's summoned undead make up a bit for that with a good bit of flexibility in non-duel circumstances. For example, Lich summons Skeleton Lord and makes him invisible, now you have a Lich and an Invisible Skeleton Lord, all for only 2ST/round to the Necromancer! Or using the Lich to cast expensive spells during hot combat (MH Induce Fear, then Spell Shield, *and* Invisibility on the Necromancer, etc), saving the Necromancer from spending strength for those kinds of spells when he needs them. The Lich as ST battery is quite a common scenario and Necromancers do well in dungeon crawls, but not duels. Playing Evil Necromancers can be fun too, see them as an anti-Knight-Errant (see below).

As an additional bonus, you can use this Field concept to give weapons and staves and such intelligence and spells. If a sword/staff/crown has a Spirit Field it will have ST and IQ and can even have a spell or two.

4 Character Specializations

4.1 Holy Knight/Mujahideen/Wandering Monk-Cleric

4.1.1 Summary

A potent and devout religious fighter in the Templar, Mujahideen, Zoroastrian Immortal, Homeric Hero, Sikh, Shaolin tradition, with combat “Holy Powers” (a.k.a. spells) like a wizard and combat talents acquired as easily as a hero. The Knight is a combination spell user and Hero. Generally the Knight is going to be rigid and chivalrous, refusing to hide, stab in the back or cheat. All combat with humanoids of distantly similar size will never be by ambush unless heavily outnumbered (5 or more to one) or the humanoids are under direct demonic control or trying to rescue innocents like children. Ambush of demons, giants, dragons, undead, maybe orcs, etc is okay since they are the devil’s spawn and have no honor. Knights will never associate with dragons, demons, undead or those who summon them. They will not willingly work with Necromancers (see below) unless there is a much higher calling (i.e. with an Enforcer Brotherhood of Necromancers, see below, in the repulsion of demons/undead or the defeat of an evil Necromancer), never for treasure or mutual self-interest. Even then, if the Necromancer summons any undead or uses a Golem, expect arguments and divisiveness. He can be formidable in his armaments and armour (iron flesh and fine plate make for a hefty defense!), but narrow in focus and limited in non-combat abilities.

He can be formidable in the field and arena as the Knight can have advanced weapons talent, horsemanship and a wide range of defensive spells. He is effective against evil wizards as he can have Spell Shield, Reverse Missile, Mage Sight and can step up and fight! He is less flexible than other characters as he spends all his time in the purity of religious and combat pursuits. No alertness, no help with traps, no effective missile weapons, no tracking, no hunting, etc limit some of his flexibility in a long campaign.

The religion of the Knight should be a rigorous one, demanding honesty, fairness, bravery, and defense of the innocent/helpless. Most Orc religions will not generate a Knight (they are more likely to be rage induced berserkers), though a (half-)Orc devotee of the Templars, Islam, Sikhism, Buddhism or Athena could easily become a Knight (though will not always be treated as well by the non-orc nobility).

Holy knights/monks tend to be a variant of one of the following:

Keep Knight - When the Knight’s religion is a minority in hostile territory (think of the Christians after the first Crusade in Palestine, the Muslims in Spain shortly before their expulsion or in the ribats on the early frontier, the Sikh Guru Har Gobind under Mughals, the Japanese samurai in the Korean coastal fortification in the late 1590s, etc), this Knight is useful, holding down the fort against foes, with Combat talents, Armourer and maybe an Enchant Weapon and Banish spell. He is a one-man Enchanted armory to himself and his comrades. Heavy on defence/armor and withstanding assault.

Knight Errant - Knights Errant go on quests with Disciples and funding from the local courts, cathedrals, temples, mosques, gurdwara. They avail themselves of more Holy Powers (a.k.a. spells) and melee oriented talents than the Keep Knight. This Knight usually starts from a friendly home country and goes into dangerous territory for short periods. Think European Crusaders, Muslims taking Persia or Byzantine Turkey, Samurai in China or Korea, Athenian Greeks in Troy, Alexandrian Greeks in Persia/India or similar expansions, etc.

Wandering Monk/Cleric - Hoping to explore the world and spread the faith, the wandering monk/cleric may be less martial than the more traditional force-of-arms crusader, though don’t discount their ability to defend themselves with their staff, crook, holy symbol, etc. Will likely have more helpful skills to entice new converts like physiker, Scholar/scribe, Banish, repel undead or such. Then things like theologian/priest, some martial abilities, resurrection, New Followers, Charisma, maybe “Holy Symbol” (see below) for their shepherd’s crook or monk’s walking staff, etc. Think wandering Shaolin monk, or Hospitallers wandering the path between Europe and the Holy Land.

I’ve considered doing some kind of anti-knight/monk, but not enough interest and generally consider a rogue Necromancer (see below) as the opposite of the holy knight (Necromancers don’t do one-on-one combat all that well, the knight does, the Necromancer dabbles in summoning the undead, the knight finds that abhorrent). Necromancers tend to be a-religiously scientific with a whiff of egoism, the knight would be selfless but risks rigid dogmatism, etc).

Knights think magic to be of dubious origin and can't use it. However, they have some Holy Powers they can use that are spell-like and they only cost him 1 (not 3) IQ to "learn":

Curse, Holy Protection (a.k.a. Spell Shield), Reverse Missiles, Break Weapon, Detect Enemies, Fist of Heaven (a.k.a. Magic Fist), Drop Weapon, Dispel Illusion, Weapon/Armour Enchantment, Stone Flesh, Iron Flesh, Repel Undead (See Necromancer and spells below), Divine Sight (Mage Sight), Holy Crook/Staff/symbol ("staff" and "staff of power" for the shepherd' crook, monk's staff, or other handheld holy symbol if they don't want a traditional weapon, I include this for more traditional and less martial wandering cleric/monk as it is the holy power that does the damage, not the physical striking), Cure Disease, Banish (again, see Necromancer and spells below).

(Note as of September 2018: the newly released TFT has 5 levels of Staff that would seem to make Holy Symbol too powerful, so will likely keep it to Staff I and II, or restrict more advanced damage to pre-defined unholy things, etc.)

The Knight can only pick from these talents:

All weapon and Unarmed Combat Talents, fencing, Two Weapons, etc.

Priest/Theologian

Physiker/Master Physiker (wandering cleric/monk only)

Courtly Graces

Warrior/Veteran (only Warrior for Wandering Monk/Cleric

Charisma

Scholar (Wandering Monk/Cleric only)

New Followers

Chivalry (see below)

Tactician/Strategist (not for wandering monk/cleric)

Horseman/Master Horseman

Armourer/Master Armourer

Goldsmith (really only for the Silver Armour, never for trade/gain)

4.1.2 Disadvantages

Required talents/powers. The knight/monk has a few prerequisites they must fulfill before acquiring other talents/powers. For the non-Wandering Monk/Cleric, the Holy Warrior must take at least one weapon talent, Priest, and Horsemanship, then one of Chivalry or Courtly Graces as soon as IQ permits (i.e. Knight bumps his IQ to 11 and has 10 points worth of talents and spells already, cannot take another talent/spell until he gets Courtly Graces or Chivalry, so he would have to bump his IQ to 12 to get the extra point to afford Courtly Graces at a cost of 2, say. He cannot take any other talent or Holy Power (a.k.a. spell) until he fulfills that one). For the Wandering Monk/Cleric type, they must take Holy Symbol (a.k.a Staff), Priest and New Followers as soon as IQ permits, and then one of Scholar/Scribe, Theologian, Physiker, Repel Undead or Banish as soon as IQ permits (is this a wandering healer/exorcist or a preaching/debating evangelist?).

Can't use missile weapons (unchivalrous to shoot from a distance), Fist of Heaven (a.k.a. magic fist, see above) is okay as it is God/Cosmos striking, not the Knight.

Can't use Holy Powers and have iron like any wizard, at least he could be an armourer so he can make his own Silver Armour (most Knights focus on their talents early and are similar to standard heros, and then take their first magic spell when they can get some silver arms and armour).

Will not use magic items of unknown origin at all and will only use ones from a trusted source that are from his talent/spell list above. Basically any magic items he can use would come from a known, "good" source (i.e. someone from his sect in good standing) and will only enhance what he could already do anyway (i.e. stone flesh ring from his Temple is okay, but a summoning amulet is right out no matter the origin). Enchanted weapons are okay from a trusted source since they improve his melee weapon combat talents, and he can make them himself, but an Axe that summons a fire elemental is no good from any source, and the Knight won't touch it.

Must be honest except under the most serious distress involving the lives of innocent others (can never lie to save self or other Knights/clerics/monks).

Must follow whatever the purest religious strictures are in place for his religion (and there is no religion to kill for money). Think high minded and ethically oriented religious orders: Hospitaliers, Islam, Sohei or Xiaolin Buddhist Warrior Monks, Bhagavad Gita Warriors, Athena Warriors, Sikhism, etc. Keep 'em honest, rigidly noble, brave and honorable GM! Any breach of protocol and I take away all their spells until they can do a rigorous penance quest. If they keep doing evil, I take away their Chivalry/Priest/Charisma talents.

Narrow interests in adventures. Will never be a mercenary or generalized man-at-arms. Any adventure or quest must advance the religious sect of the knight/monk in some form that would allow the knight/monk's sect to fund his involvement. So if a group of mercenaries was hired to clean out some zombies and the knight/monk's sect agreed they were of evil origins, then the knight/monk would join the group for no pay (doing the right thing is its own reward, and the sect is paying my necessities). Will try to convert the other mercenaries out of their lifestyle while traveling or other downtime, etc.

Wealth restrictions. For the most part the pious, devout knight will not have personal wealth and will donate all "extra" earnings to the sect or to innocents in need if he/she is far away from their sect. Some GM discretion about a "Keep Knight" (see above) needing a forge and lots of silver for weapons and maybe money to pay locals for fortification repairs, etc. However, the knight/monk will never consider the money theirs, and never use it for self-aggrandizement, but only what they believe is good for the sect or support of vulnerable innocents.

4.1.3 Holy Knight/Monk Talents

IQ 9

Pious Chivalry (3) Prerequisites: any Weapon Talent, Priest, and Charisma. Sort of a combination of Warrior, Courtly Graces, New Followers and other goodies in the right context. The Chivalrous Knight can move easily in High Society that is even distantly favorable to his sect, getting +1 on reaction rolls with the upper classes and +2 or more with people positively/actively affiliated with his religion. He can whip up support for a reasonably formulated crusade (like New Followers for a very narrowly defined mission that furthers the religion) and do some very crude religious functions like lead a prayer before battle if a full time Priest is not around (will always defer to a full time Priest/Theologian). He gets a +2 benefit on fear saving rolls (Spectres, Necromancers, etc) if engaged in an activity that is specifically sanctioned by his sect as furthering their interests (or fighting obvious evil like demons or undead). This talent also includes Warrior: +1 hits stopped if engaged in any specifically religiously sanctioned conflict (crusade, defense of the temple, quest for a relic, etc), which is all the Knight should be doing anyway as they'll never be mercenaries or general man-at-arms.

4.1.4 Knight/Monk Holy Powers (a.k.a. Spells)

IQ 10

Holy Symbol Cost - same as Staff spell for cost. Creates a crook, walking staff, holy symbol (largish hand-held cross or prayer stick or something similar). Does 1d damage on touch (2 dice against demons and the undead). Gives a +1 to the advantage of the symbol wielder on any roll (success or contest save or...) for Repel Undead or Banish powers. Does 2 dice damage to any non-priest/knight/monk/theologian of the Knight's sect that picks it up. Only the creator can use the powers of the Symbol (i.e. a Theologian can pick it up and give it to him with no damage, but can't use its powers to attack or help with Banish). Must be held ready in hand to be of any benefit to the wielder. Damage is not due to the physical properties of the Symbol (the damage isn't from hitting someone really hard with the Symbol), similar to the Wizard's Staff.

IQ 13

High Holy Symbol Cost - 10 to create, takes one week. Creates a Holy Symbol that does 2 dice damage (3 against demons/undead) and give +2 to the advantage of the wielder on any roll affiliated with Repel Undead or Banish. Does 3 dice damage to any non-Priest/knight/monk/theologian of his sect who picks it up. People sensitive to the Spirit Field: Necromancers (see below), demons and the more sentient undead, may feel a High Holy Symbol is near if they can't easily see it (GM discretion) . Only the creator can actually use its powers. Similar to Staff of Power in that it is undroppable and unbreakable and can be held while using other Holy Powers, but must be "ready" in hand to use any power (wearing it as a necklace won't give you any benefits, plus it should be a weighty item (at least 12 inches tall, etc).

IQ 15

Banish Cost - same cost as to initially summon the creature. Unsummons any one creature (Wolf to Dragon to Demon to Lich). GM rolls this. Does nothing to illusions, Knight then does not know if creature is illusion or if he missed the Banishment. Caster makes a Contest Save (see above), his IQ vs. IQ of the wizard/necromancer who summoned the creature. Failure to banish means no ST was expended. Example: IQ 15 wizard summons a Giant, IQ 13 Knight casts Banish. The knight has to roll a 13 on 3+2 (the +2 being the difference between the Wizard and Knight's IQ). If he is successful then the cost of the spell is 4ST (the same as to initially summon a giant). Note, that the Banisher has to be at least within one point of the IQ of the summoning spell to unsummon it. An IQ 14 summoning spell cannot be banished by an IQ 12 banisher, but could be banished by an IQ 13 banisher. It is always easier to destroy than create.

4.2 Necromancer

4.2.1 Summary

The Necromancer is a scholarly variation of the Summoning Wizard who depends on his undead creatures to do his fighting for him. Necromancers are generally misunderstood. Most are well intentioned, trying to understand the life/death boundary for the broader good; the sake of truth and natural balance; and even, in the right ethical conditions, forestall it for others (see below regarding Physiker on the mild end to Become Lich on the other). However the topic of death induces natural fear (and Necromancers, understanding the physical process of death and fear, have the ability to magically exploit that against those who mean them harm). Additionally, those few Necromancers who go rogue and are truly malicious often go very bad indeed. This earns undue notoriety (sort of like a "I told you so" publicity to justify their fear of the Necromancer in place of their fear of death). Knowing this, Enforcer Necromancer Brotherhoods will ceaselessly and vigorously hunt down rogue Necromancers in addition to rooting out their list of unacceptable (a.k.a. unwilling) undead. Any player character that wants to play a rogue Necromancer should be harried pretty aggressively by Combat Necromancers and rejected by just about all normal society, making provisions difficult to come by, so they better be well equipped in a keep or have enough forces to steal from local farmers then move on).

Necromancers study the whole death process and are adept at recognising and using the physical processes, spirit energy and passing spirits within their Field. All living beings carry a field around them that attracts spirit energy and passing spirits/ghosts/etc, not entirely unlike gravity weakly bending space to attract other matter. There is spirit gravity (and one with a strong and well disciplined Spirit Field has a certain gravitas about them that is almost palpable, even to the untrained)! Necromancers feel this spirit energy and bend it to their will to a limited degree, recognize more defined spirits in the flux and bind them for short periods, structure the energy, etc.

All Necromancers take the Oath. The Oath is similar to the Hippocratic Oath in the attempt to do no harm, focus their research on the preservation of life and the understanding of the proper role of death, and to maintain the proper place of Death in Nature. The Oath has been reworked a handful of times as the temptation to misuse the power of manipulating Spirit Energy and the undead is strong. All Necromancers belong (or used to belong) to various scholarly brotherhoods (highly sexist organizations until the rise of the Imperial Sorcerers, now the term brotherhood still hangs even though women are fairly well integrated). These have splintered over the centuries as the ethics of studying and manipulating the death process is fraught with ethical issues that are hotly debated and cause schisms. The resulting isolation often creates specialization with some brotherhoods focusing on summoning spirits, others doing resurrections and healing, others focus on combat Necromancy to enforce the Oath and banish powerful undead (Enforcer Brotherhoods, who have narrower definitions of what is an acceptable creature to have around like Golems, etc), and others capturing/binding spirit and psychic energy. There can be harsh feelings including a -1 to -2 on reaction rolls if two Necromancers meet and realize they are from antagonistic brotherhoods, but generally assume neutrality or slight (+1 reaction) good will between brotherhoods as most Necromancers are looked on with suspicion by the general population and must stick together.

Most Necromancers are part of the Wizards Guild of whatever town they live in, though are less likely to be greatly involved and in smaller towns may hide their true profession where they don't carry a NecroStaff (see below). They minimally participate, pay their dues (in many areas they can be exempted if they pay Necromancy dues to the Brotherhood and the Brotherhood is the major source of Physikers, Resurrections and Undead Banishments in town). Large respected brotherhoods can send a representative delegation to local Guild which then votes proportionally for all its members. Additionally, in very large cities, the Necromancers can form a voting block that rarely seeks control of the Guild, but only to bend policies favorable to their work and continued independence. Necromancers are generally less status conscious than other Wizards, and what status there is revolves around research and discovery. Many who work with corpses or disease have evolved detailed grooming/washing procedures so any smells don't give them away.

The Necromancer has very little ability to inflict damage directly and should avoid HTH at all costs. The general idea is that the Necromancer will be able to summon more beings sooner (lower IQ requirement and lower ST cost) than a regular Wizard, though they will be weaker beings than what other Wizards will summon for similar IQ level. For instance the Spectre is comparable, but weaker to the Gargoyle, the Skeleton Lord is comparable but weaker than the small Dragon, the Golem is weaker than the elemental, etc. However, two of the beings the Necromancer can summon, can themselves summon one other creature. This leads to the possibility of the Necromancer having a small army for little ST. This is the Necromancer's greatest strength

as a character (and a small pain for the GM who has to track them). Additionally since he studies the biology of life, death and dying, he is a natural Physiker and can acquire that skill for a cost of only 1 each for Physiker and Master Physiker with appropriate IQ. Many Physikers are Necromancers, though many are do not admit to being Necromancers to their patients.

4.2.2 Disadvantages

The Necromancer has compensating weaknesses for the extra skills and summoning abilities.

Elemental/Creation Spells The study of death, dying, recall of spirits, binding of spirits, etc demands so much time that no Necromancer has the slightest clue when it comes to the core elements of water, fire, air, electricity and earth. As such he can use these spells only at the 3 IQ point cost of the hero, *and* none of the below spells can be used if the Necromancer has a Spirit Jar or NecroStaff (I always ban Missile spells, Illusion and Control Person in the name of balance with less justification than I'd like, but the spirit of TFT is flexibility and most Necromancers don't want to give up the Spirit Jar). The rule of thumb is spirit energy is not particularly adept at directly altering non-biological matter, but is fine at mental control, detection of life/enemies. These extra cost spells include:

Flight
Magic Fist, Lightning, Fireball and Wizard's Wrath.
Shock Shield
Fire
Create Wall
Reverse Missile
Darkness
Summon Elemental
Control Elemental
Open Tunnel
Break Weapon
Iron/Stone Flesh
Repair
(Giant) Rope
Shapshifting
Staff to Snake
Sticky Floor
Telekinesis

Nor can he create illusions of any of the above (where relevant) as they would be immediately obvious as illusions since they would be so unconvincing.

This greatly reduces the hits a Necromancer can directly put on an enemy. The way of the Necromancer is more scholarly and uses minions to do his damage, or, in a pinch, fear of death to get out of a tight scrape. He is also vulnerable to damage since he cannot carry iron like other wizards and has no native Stone/Iron Flesh spells.

Summoning He can also only summon the Demons from the normal spell table (no wolves, Myrmidon, bears, gargoyles, giants or dragons). Though they have a raft of their own summoning spells, so don't cry for them too much on this account.

4.2.3 Necromancer Talents

IQ 12

Heal Bone (1): Needs a Necromancer Kit including bone meal, preserved tendons and potions (1KG) and can heal 3 ST of bone damage per injury to a skeleton. GM may allow this to help broken arm of a living being, but should keep it limited. Similar to Physiker but for the True Skeleton crowd. Most useful if the Necromancer is able to keep a Skeleton Lord around permanently with a Magic Item or the

Create Skeleton Lord spell (see below). Skeletons and Skeleton Lords do not naturally heal (Liches have a healing process that take roughly the same time as a live human body (1ST every two days).

4.2.4 Necromancer Spells

New Spells that Necromancers can have for 1 IQ cost, but to any others (including other wizards) they are 3 IQ points as they use the Spirit Field and not usual magic. That takes more study and more sensitivity to the Field for non-Necromancers.

IQ 8

Summon Shadow Spawn (C) (Cost 1+1 per turn maintained) - Summons a Shadow Spawn ST8 IQ9 DX10 MA8 to fight for the caster. Can cast 3 Hex Shadow for 1ST and touch does a Drain ST (1-1 fatigue damage goes straight to the Shadow Spawn, ignores non-enchanted armour, enchanted armour is half effective, round down). They are blinded by light more than a torch and will cast 3 Hex Darkness to protect themselves first in bright light. Natural ability to see in the dark and can pass through any hole where air can go (keyholes, cracks under doors). They are unable to lift anything material, but can make great spies in dark rooms since they are hard to see (treat as invisible in any dimly lit room) or can go through a keyhole to look for traps in chests though they can't disarm it). *Note, Necromancers in good standing can't use this spell as it invokes an Impressed Remail.*

IQ 9

Communicate with the Undead S (Cost 2ST) - The ability to communicate with difficult to talk to undead, like the Banshee, or Impressed Remains in general. Will also work with passing spirits of the *very recently dead*.

Despair S (Cost 1ST) - See new Wizard spell above.

Detect Undead S (Cost 2ST) - *Detects and Types all Undead within 5MH and makes them glow for 6 turns (White for Willing Return, Blue for Unwilling Return, Amber for Re-animated and Red for Impressed Remain. Interestingly, the Kirean Zombie glows purple).*

Summon Skeleton Warrior (C) (1+1 per round). *Summons a Skeleton Warrior ST11 DX11 IQ9 with a shortsword and small shield (GM can adjust to reflect local weapons, but keep it on the light side to maintain balance, no battle axes, bastard swords; rather, spears, cutlasses, hammers, rapiers, etc).*

IQ 10

Decrepitude (T) (Cost 1ST per 2IQ/DX) - Causes victim to experience the onset of old age -2DX and -2IQ per ST. Lasts 3 turns.

IQ 11

Repel Undead (T) (Cost 3ST): All undead stay Mega-MH away or move away if already too close (Contest Save, see above). Lasts 5 turns.

Induce Fear (T) (Cost 2ST). Victim experiences a hint of the icy hand of death (think a combination of the beginning of a heart attack and childhood nightmare around death recalled vividly). The victim is affected at a biological and psychological level. Victim makes (Contest) Save vs. IQ. If he makes it, victim loses 2DX for 3 turns in trembling and distraction. If victim fails, he runs blindly (but not foolishly) away at full MA from combat/others and trembles and pants for -3DX -2IQ for 5 turns.

IQ 12

Spirit Jar (T) Cost 6ST. Create a 5ST "battery" out of a pristine skull for use to cast spells and gets +1 or -1 (always to the Necromancer's advantage) involving rolls to summon, control or repel/banish undead things. The Necromancer gathers residual psychic energy from his surrounding field and "focuses" it

around his person with the *Spirit Jar* (easier if there have been several recent deaths in the area, you'll find Necromancers using their Physiker talents after large battles to help the wounded and bottling up all the spirit energy while they are there). Requires 6 hours to prepare (3 hours near a place of 100 or more recent deaths) and needs a fully intact skull that is the same race as the Necromancer (i.e. human skull if the Necromancer is human, Dwarf skull if Dwarf, etc). Must be "ready" in the Melee sense to use (most put them on their Staves, see NecroStaff below). You don't have to use it all at once (you can use the Jar for 1ST of a 2ST spell and provide the other yourself) and if you cast a 6 point spell you can use the Soul Jar for 5 of the ST and yourself for the rest, etc. Note the NecroStaff below is topped with a Spirit Jar. The skull can be reused as long as it is in pristine condition. If the Spirit Jar is separated by more than 6 feet (about 2Hexes) from the Necromancer the "charge" lasts 12 turns before fading at 1ST per turn (yes, they "sleep" with them). A Necromancer can only carry 1 of these at a time as they are similar to magnets and repel each other, breaking the flow of field and actually weakening the Necromancer. Only the Necromancer who made it can use it, as it is tied to his field and is attuned to focus those energies. A Necromancer may use the skull from someone else's Spirit Jar, but must let it loose it's charge by being more than six feet away from it's creator for enough turns (or by killing the other Necromancer). Then the skull can be charged by the acquiring Necromancer. As you can imagine, carrying around a pristine skull, in itself, can generate negative reactions, couple that with it being a give-away that the carrier is a Necromancer for anyone familiar with such things and it can generate a negative reaction. Many will disguise/hide their Spirit Jars when traveling in unfriendly areas. Though even then in places used to Necromancers, their disguises are known. It can be a decision to leave the Jar at home, then have to recharge it that evening, etc.

Summon Shadow Wight - Cost 2+1. Summons a Shadow Wight Mage to fight for the Wizard. ST 10 IQ 10 DX 10. Spells 3 Hex Shadow (Cost 1ST), Darkness, Confusion, Detect Life, Summon Shadow Spawn (see above), Drain ST (treat as melee attack, 1d fatigue damage goes straight to Shadow Wight, ignores normal armour and stone/iron skin spells, but enchanted armour at half effectiveness round down). They have natural ability to see in any level of darkness. Note this is a Necromancer spell, but the Oath does not allow the use of Unwilling Returns, so no Necromancer in good standing can cast this. Wizards have taken this spell over and use it (for 3IQ cost) and renegade Necromancers, thrown out of their brotherhoods can use it if they can find someone to teach them (or stole it out of the forbidden archives of their Brotherhood's library), but will be tracked down by the Enforcer Brotherhoods for using Unwilling Returns should they be found out (could make a good campaign theme).

IQ 13

Cure Disease (C) ST cost same as the ST of the disease. See new Wizard spells above and the section on Disease.

Summon Spectre (C) (2+1 per round): ST 16 IQ 11 DX 11 MA 6/8 if angered. Partially material ghostly figure, similar to a wight. Looks like a pale and glassy eyed humanoid, slowish unless angered. In bright light it will appear to be unnaturally dim, like it is under a shadow. In dark, it glows very dimly. Cannot fly, but since most material things are more solid than the spectre he can walk on a twig, string, still water (running water will drag it away and if the flow is faster than it can walk/run it will not be able to move upstream), etc. His hit does a Drain Life of 1d that goes straight to his ST and ignores all armour (even iron flesh, but enchanted armour will be at half effectiveness). Note: summoned Spectres do NOT create an Impressed Remain if they kill their victim. He is difficult to hit well and non-magical weapons all hit at -2DX for half damage. The first successful hit by the Spectre also counts as an Induce Fear spell that the victim must save 3d against IQ (4d if he does more than 5 hits). Each additional attacks do not Induce Fear, only the first successful.

Banish Undead (T) Cost - 3ST. Banish one Undead on successful casting and failed Contest Save vs IQ of the Undead Creature (or if summoned, against the IQ of the summoning Wizard/Necromancer). This spell does not work on Willing Vampires, Ghosts, Zombies or Golems (only works on Impressed Remains or Unwilling Returns, see 7HexDragon's description of the Undead).

IQ 14

Drain Life (T) Cost 2ST drains 1d damage fatigue points to the victim and gives it to the Necromancer, but can only heal fatigue, not injuries (and since it costs 2ST, it usually is barely more than a wash from the Necromancer's perspective). If the Necromancer has no fatigue ST to heal, the spell will still do 1d fatigue damage to the victim. His only weapon in HTH combat (unless he has a silver dagger or a shock shield ring of some kind). Hope a True Skeleton or Spectre can come and help him.

Summon Skeleton Lord (C) Cost(3+1) ST 18 IQ 12 DX 15 AdjDX12. MA 6 Chain Mail (total of -4 hits with Warrior Talent), one of GreatSword/GreatHammer/PikeAx and dagger. Summons a fearsome Skeleton Lord. A Necromancer can only summon one Skeleton Lord or Lich at a time. Has the following skills:
Warrior (takes 1 hit off damage)
Weapon Talent relevant to carried weapon
Weapon Master in carried weapon
Induce Fear (no ST cost)
Summon one (and only one) Skeleton Warrior (same ST cost as spell)

MH Decrepitude (T) (Cost: 4ST) MH Decrepitude -2DX and -2IQ per 4ST. 3 turns.

Bind Spirit (C) (Cost 10) Binds a vaguely sentient spirit into an object, most easily the Necromancer's NecroStaff. The Spirit will be ST 8 and IQ 10 (for casting spells, non-linguistic). Can be a ST battery and can have a couple of spells that are relevant to the object. So in a magnifying glass could have Reveal Magic or such. In a water jug, Clean Water. Keep it simple and no major impact spells (no Missile Spells, or Summoning). Should be slight damage add, slight protection, or non-martial/practical spell. BUT you would need the help of the right spellcaster who knows that spell to work with you in making the object. Takes 2 days to cast, ST paid on final binding attempt. If the object is not the Necromancer's own Necrostaff it is 4-dice against IQ and 3-dice vs DX. Roll IQ first, if it fails, the spell simply fails, but the ST is expended anyway. Next roll against DX, if that fails, the object is destroyed due to failed Spirit Harmonics getting a standing wave in the resonant frequency of the object (and all 10 ST is still expended)! If it is the Necromancer's own NecroStaff then just one 3-dice against IQ for success. Necromancer cannot have a bound Spirit and a Bound Spectre at the same time. And any non-Necromancer holding an item with a Bound Spirit cannot summon any sentient being (wolf, golem, skeleton, dragon, etc) as it will break the spirit field focal point. If the object is significantly broken (handle of water jug is snapped off or magnifying lens cracks, then the spirit binding ends. NOTE: the object must stay within one-hex of a person's spirit field to maintain the binding at all time. Once removed that distance, the binding fails.

IQ 15

Golem (T) (Cost variable, takes four hours to cast, mostly collecting up, structuring and binding local spirit energy. GM can play with time required depending on how much Spirit Energy is around). ST cost is variable depending on the kind of golem. All golems have IQ 7 DX 8 MA 8. Bind a spirit to an appropriate object (big puppet, sculpture of a human, scare crow, carved gargoyle, something with hands and legs and must be humanoid sized/shaped). The bound spirit will follow the Necromancer's simple verbal orders literally and do his bidding for a week (similar to having a dumb familiar). They are clumsy so are not very effective in combat, but have enough ST to be trap detonators or delay enemies until a Skeleton Lord can come to the rescue (though good at HTH as the +4DX bonus gives it a shot at hitting). Good at breaking down doors. Wood/fabric golems are afraid of fire will not approach and will run if put in fire. Become inanimate if Necromancer dies, but will continue to follow last order if the Necromancer goes unconscious (so "Carry me home" might be a good request before falling unconscious!). The Necromancer cannot see through it's eyes. Think Frankenstein without the consciousness of self (self-conscious zombies would be more like a Kirean Zombie. Again, a Necromancer can only have one Golem at a time as they tend to fight each other and break the focal point in the Spirit Field. Cannot be healed in any way. Will only take orders from the creating Necromancer. GM Note the time it takes to give a Golem orders. If a Golem is made of fabric/straw or other soft object ST is 10 punches for 1d cost 7ST (and takes double damage from fire and will "catch fire" taking 4ST damage every round after ignited until water is applied), if it is made of wood ST 16 1+2 punch, cost

10ST (takes normal damage from fire but will “catch fire” and continue to take 2ST fire damage every round until water is applied), if stone or metal, ST 18 2d punch cost 16ST. The object can be reused when the week is up, but will have all injuries sustained unless repaired after the bound Spirit leaves the object. No repair of a Golem is possible while animated as the repair will be treated as damage to the energy binding the Golem. Do note that their somewhat questionable ethical status, their extreme clumsiness and literalness can make a negative impression (-1, or maybe even -2, on reaction rolls) on both wealthy, well-educated, ethically trained religious folks as well as fearful, superstitious peasants, and many in-between. Some Enforcer Brotherhoods will attack them as against their interpretation of the Oath. And just in case you were wondering, if you make a golem out of a gargoyle statue, it is a Golem, not a gargoyle and can't fly. Though you could trick someone into thinking you had a gargoyle pet/friend if they didn't look closely enough.

NecroStaff (S) Cost 10ST Made from the Skull (see Spirit Jar) and one other sizable bone from a creature the same race as the casting Necromancer (i.e. an Dwarf Necromancer would need a dwarf skull and femur, for example). Possession of a NecroStaff screams Necromancer, who are already of questionable social status in many places (larger cities they have a much easier time than in superstitious, rural or conservatively religious areas. Takes 2 days to prepare initially. The staff gives you a much stronger Spirit Field and allows you a limited 2nd focal point (i.e. you can summon two creatures, only one of which can be magical in any way). Has the following properties:

Is unbreakable and can't be dropped

All Undead must make an initial 3d save vs. IQ to attack the Necromancer

Allows you to summon two spirit type creatures (i.e. two Skeleton Warriors, etc). However, only one of them can any magical properties (Skeleton Lord or Spectre or a Lich or a Shadow Wight). All summoning is done at normal cost.

Acts as a self-regenerating Spirit Jar, holds 8ST and regenerates every 24 hours (approx 1ST every 3 hours)

Reduces initial cost of Spirit Magic summoning spells by 1 (so summoning a skeleton Lord is 2ST to cast and 1 per turn as opposed to 3+1).

And finally has the +1 or -1 (always to the Necromancer's advantage) on any roll regarding summoning, controlling or repelling/banishing the undead that the Spirit Jar (see above) has.

Note, minimum cost is always at least 1ST, so the NecroStaff won't help you summon a skeleton warrior, it is more like a lever, making things easier to do, not effortless, you have to put in a little ST to get more out.

Summon Revenant (S) Cost 4+1 Summons a more focused, alert and hostile ghost than a Shadow Wight, Banshee or Spectre with ST 18 IQ 13 DX 12 MA 12. More focused and combative, the Revenant can move quickly and smoothly through all terrains (swamp, walk on still water, rocks, etc), and like the Spectre pass through small cracks, under doors, etc as being only semi-material. Can only be hit by magical weapons (half damage) or spells. Its touch does 1+3 drain life (fatigue against the victim, directly heals damage to the Revenant, and first successful hit invokes an Induce Fear on the victim at no ST cost to the Revenant (but only that once). Note: summoned Revenants do NOT create an Impressed Remain if they kill their victims (though maybe with a fully rogue Necromancer?). Exudes a MH Despair spell (see the Despair spell above) wherever it goes at no cost. Can cast Avert, 7Hex Shadow, Induce Fear, Control Person, Telekinesis, Curse and Decrepify. This spell, similar to but less than the Summon Shadow Wight, is extremely controversial within the Necromancer world. These Returns appear to be Willing (see the account of Undead), but many are a little too malicious, wanting to return to exact petty revenge against the living. For a one-time 10ST cost, the Revenant can be sent to do a simple task that does not involve combat with any but a possible single target. GM should limit this, but the Revenant can leave the Necromancer to do this but cannot be recalled or the orders changed in any way. Quest can last up to 2 hours and the Necromancer does not have to pay the continuing cost. Example, “Find and attack Joe” (the Revenant has no special knowledge so would have to figure out who Joe is and where he and how to get there like any person). “Guard that door” (which being nearly immaterial, may have to use Control Person or Telekinesis to accomplish). “Fetch the locket in that castle” (remember the Revenant cannot/won't engage in combat unless his task is to attack a single person, and then only that person, and being semi-material would not be able to carry the locket

without Control Person or Telekinesis spell maybe). Note the time it takes to give instructions and answer reasonable questions.

IQ 16

Summon Lich (C) (Cost 4+2 per round) Summons a ST 25 IQ 17 DX 13 MA 6 Skeletal Mage, the most fearsome of the Undead. Liches have innate Mage Sight (no ST cost) and an innate MH Induce Fear centered on them (no ST Cost). Necromancer can only summon one Revenant, Spectre, Skeleton Warrior, Skeleton Lord or Lich at a time unless he has a NecroStaff (NecroStaff acting as a second focal point in the Field for Summoning Skeletons)

Spells

MH Fear centered at the Lich at all times (no ST Cost)

Mage Sight (always on, no ST cost)

Summon Spectre or Skeleton Lord or Skeleton Warrior (only one in existence at a time)

Remove Thrown Spell

Invisibility

MH Fear (the Thrown Spell away from the Lich, at normal ST cost)

Darkness

Decrepitude

Curse

Drain Life

Spell Shield

Glamour

Telepathy

IQ 17

Create Skeleton Lord (S) Create a Skeleton Lord from the body of an almost dead warrior with minimum ST 16 IQ 12 and DX 14 *who must be willing* for the spell to work (HexDragon's description of the Skeletons). Upon completion the warrior is "killed" and upon re-arising his ST will be 1 less than the remains had in life. IQ stays the same and DX goes down by 2. Gets ability to summon one Skeleton at a time and Induce Fear like the creature in the Bestiary below. Stops aging if there is a Necromancer or Lich nearby to heal bone, if not loses 1 ST per week until one can be found. Keeps it's talents it had in life and can gain experience, but it can learn no new talents that require body manipulation (so Tactician is okay, mechanician is not). The created Skeleton Lord is *not* under control of the Necromancer, but has a full soul and will to do what it wants.

IQ 18

Become Lich (S) Near the end of the Necromancer's life, most choose a natural death to fully experience the whole process they have been studying. Other advanced Necromancers, however, want to continue their studies as long as possible knowing that death will come eventually. So they can go through a process of becoming a Lich. In some senses, little changes for the character except they stop aging and get -2 to -4 on reaction rolls if they do not disguise their appearance. Most undead and animals will not attack them unless under duress or explicit binding orders. They can no longer learn any new physical talents. They gain all of the abilities listed in the Bestiary for Liches (MH Induce Fear, etc). Most NecroLiches drop out of active life and stay in Brotherhood libraries or in their own mansions, though some few will step out for important causes or to do important researches (in places where there are many ghosts, etc). Their spells all remain but any talents (including Physiker) fade within a year or two. They pick up the ability to heal their bone matter through restful concentration on it for 2 hours per day. They also must "sleep" 8 hours (meditative quiescence) to remain alert and connected to their skeleton. So Liches need 10 hours most days of rest and rejuvenation, but can go a day or two with little or no rest and not suffer any major loss. After 3 days a Lich loses 1ST every other day he does not heal his bone matter. *Become Lich* should be risky and must involve at least one other advanced Necromancer

plus two attendants. Both Necromancers need to know the *Become Lich* spell and have NecroStaves. The attending Necromancer holds the to-be-Lich's spirit focused on his NecroStaff while the the body is prepared (which takes several hours).

IQ 19

Bind Spectre (S) (Cost: 12, takes 2 days to cast). Find and bind a Spectre to your NecroStaff. As long as you keep that Staff within your Field (5 feet or one hex), the Spectre will be your "familiar" until "killed" or the Jar/Staff is broken or moved more than 5 feet from the Necromancer. The Spectre cannot go more than 5 MH away from the Necromancer's Field. The Necromancer can see and hear through the Spectre (very useful spy since it can sneak under doors and through cracks). Each Spirit Jar can only have one bound spirit.

4.3 Dragonnewt

Dragonnewts were distantly taken from Runequest for a young player enamored with Dragons. Some major differences from RuneQuest in that they don't get reborn when they die or have the same history. They do have a strong sense of honor and do not like Reptile Men and get -2 reaction roll with them (the feeling is mutual, fortunately they don't run into each other often). They don't like Karlydians -1 reaction roll unless there is an overriding cause to bring them together (more than money which Dragonnewts don't prize). Dragons are +2 reaction roll.

Dragonnewts are a race apart and secretive, they are distantly and anciently related to dragons. They are highly intelligent and slightly larger than humans (average 6 foot 4 inches). They are tailed and have scaly hides. They have their own magics and weapons, their society is highly structured and honor is hugely important to them (think samurai, saving face, etc). They believe that armour (over cloth) and missile weapons (except the sling) are a sign of weakness and cowardice. Any Dragonnewt will be immediately attacked by other Dragonnewts, Dragons or Reptile Men if he is wearing heavy armour or using a missile weapon. Dragonnewt armour (which is not made by Dragonnewts as it is considered cowardly) has to be made specially for them at double cost and they still suffer an additional -1DX penalty for leather and -2DX for heavier armour since their culture, biology and upbringing don't make use of it (the tail is an issue it has a weak joint, etc).

Dragonnewts are Mixed Hero/Wizards and have certain spells and talents that are amenable to their odd biology and neurological system. Others are alien and cost more to learn. Note they cannot wear normal rings as their clawed hands are way too big.

4.3.1 Stages

These are heavily adapted from RuneQuest.

Crested: starts with the beginning stats ST 13 IQ 11 DX 8 with 3 to add to either IQ or DX. Dragonnewt DX can never get above 16. Can only use basic weapons and talents (see below). Remember Dragonnewts advance in attribute points more slowly than do humans and dwarves, etc. They take twice the EP as do regular PC races (just like Centaurs and Reptile Men also do). Crested Newts have 1 pt natural armour.

Beaked: when the Dragonnewt reaches at least 39 attribute points and ST of 15 (which ever comes last) it is reborn as a Beaked Dragon Newt. It gets its toughened skin (armour of 1/5 of its strength rounded down) and can advance its ST past 15. See below for skills available.

Tailed Priest: When a Dragonnewt reaches at least 43 attribute points and an IQ of 13 a Dragonnewt becomes a tailed Priest. It grows wing stubs and has the ability to cast Dragonnewt Spells. See below for skills and spells available to this stage.

Full Priest: When a Dragonnewt reaches at least 47 attribute points, a ST of 18 and an IQ of 16, the Dragonnewt is reborn as a Full Priest. It gains the ability to cast (though still needs to memorize) the Summon Dragon Spells and the Dragon Growth Spell. They grow wings and can fly for up to 12 turns at MA 16 as long as they are carrying their ST or less in Kg in weapons and armour (one of the reasons Dragonnewt culture does not have a developed armouring system). Priest with ST of 18 can fly if they carry 9Kg or less in weapons and gear). They suffer 2ST fatigue for every turn they fly past 12. See below for spells and skill available to this stage.

4.3.2 Weapons and Armour

Armour: "Can't" Wear Armour (will be attacked by Dragons, Reptile Men, and other Dragonnewts for dishonor), but gets hide armor at the "Beaked" stage of 1/5 of ST round down (so 19ST Dragonnewt has natural 3 hits armour). See above for extra DX penalty if they decide to wear it anyway. Can certainly have the Warrior/Veteran talents, Dragon Scales Spell below, stone flesh necklace, plus their natural armour should be enough (really it is a balance kludge, with their hide and even chain mail, no ordinary weapon will harm them).

Weapons

Klanth - Min ST 13 (obsidian edged bastard sword, made to fit dragonnewt hands) - same damage as bastard

sword and can be used one or two handed.

Gami - Main-gauche, but thicker and curved a bit, same damage, hilt designed for dragonnewt claws

Staff Sling - required ST is 9. 1-1 uses missile weapon DX modifiers, can only fire once per turn no matter what, also special grip for their claws and bend for their shoulder physiology.

Long Ax - Min ST 15 - a longer thinner battle ax, double bitted. 3-1, two handed designed with dragonnewt hands in the haft design (thicker and bent a bit with special finger grips, dragonnewt claws are clumsy compared to human hands)

All other weapons are at -2DX due to their odd claw/hands, all bows (except crossbows) are at -3DX. Their weapons are -2DX to other races.

4.3.3 Talents

Dragonnewts are restricted in their choice of talents

Talents Available at normal IQ cost to any Dragonnewt (Crested or higher).

They still need the minimum IQ and any prerequisites

Klanth, and Gami: 2IQ cost to learn both.

Sling/Staff Sling: 1IQ

Climbing

Silent Movement

Warrior/Veteran

Horsemanship (but only ride demi-birds)

Alertness

Tactics

Mundane Talents not involving a high level of manual dexterity

Talents Available to a Beaked Dragonnewt or higher:

Long Ax: 1IQ double bitted ax

Acute Hearing

Strategist

Armourer and Master Armourer (Klanth, Gami, Sling and Long Ax only)

Weapon Master, but only with Klanth and Long Ax - see below for Weapon Master

All other talents at double IQ cost.

4.3.4 Spells

Spells available for 1 IQ to a Beaked Dragonnewt if they have the minimum IQ for the spell

Aid

Fire, 4Hex Fire, 7Hex Fire

Spells that cost Dragonnewts 1IQ point (Tailed Priest or higher)

Dragon Wings (IQ 11 1ST to cast, 1ST/5 turns), like flight, but faster, 18MA (only a dragonnewt can cast this as it uses dragonnewt biology, wing stumps)

Fire Breath IQ 11 one hex by four hex long breath doing 1-1 per ST, up to 4ST.

Dragon Claw (IQ 11 great for HTH, claw does an extra 1d over HTH combat for ST)

Dragon Scales (IQ 13 like StoneFlesh, but 3 hits 1ST + 1ST/turn)

All fire spells (fire, fireball, summon/control salamander, blast)

Control Animal

Telepathy (w/other dragonnewt or demi-bird only)

Spells available to a Full Priest:

Dragon Growth - IQ 14, turn into a 4hex dragon (4ST cast, 1ST per turn). Damage/fatigue suffered as a Dragon is halved (round up) when returns to Dragonnewt (i.e. a 14ST Newt turn into a 4 hex dragon and takes 12ST damage, upon return to Newt he will only have suffered 6ST damage). Loses all talents when in Dragon Form, but can use spells.

Summon (Small) Dragons
Revival
Greater and Lesser Magic Item Creation
All other spells at 3IQ cost.

4.3.5 Demi-Birds

Demi-Birds - stout two legged dinosaur/bird combo. Flightless, stocky, stands about 9ft tall. Ridden by dragonnewts.

ST 22 IQ 7 DX 10

Can bite for 1d, unmounted can claw for 1+2 with very powerful legs. MA 22 unmounted, 16 mounted. Most Dragonnewts use the Long Ax when mounted.

5 Bestiary

5.1 Main Bestiary

Please note we have significantly more detailed and expanded account of both the Undead and Demons, including more creatures, hierarchically oriented with more categories and some history. Note that the undead are also tied to our Necromancer character type. See our Online Bestiary for quicker hyperlinks (and just a little more history that presented here).

Creature	ST	IQ	DX	MA	Armour	Notes
Banshee	6-20	7-15	9-15	12	Special	The Banshee is an undead ghost, often female, who died in a fit of grief and left an impressioned remain that exudes MH Despair and can "cast"/emit a Piercing Cry (Cost 2ST) that acts like an Induce Fear spell in a 2MH radius of the cry and despair spell 1MH radius past that. Touch is like a 1+1 Drain Life spell and heals all of the Banshee's injuries since injuries to this ghostly figure are considered fatigue. Only spells and magic weapons can harm a Banshee. Magic Weapons and Missile Spells do half damage. See our House Rules for the Despair and Induce Fear spells).
Bear	30	6	11	10	none	2+2
Demi-bird	22	7	10	22/16	0	Bite 1d, Claw if unmounted for 1+2. stout two legged dinosaur/bird combo. Flightless, Stocky, stands about 9ft tall. Ridden by dragonnewts.
Demon Driver	20-31	14	14-19	13	4	Demon Lieutenant, 7' tall, variable appearance, thick horned hide, fearsome, drives Drones (infantry) and Imps (spell support) with a fiery whip (2+1 Flame does +2) and Spirit Jar in other hand. Talents: Tactician, Strategist. Spells: Confusion, 3-hex Fire, 3-hex Shadow, Stop, Curse, Control Person, Rope, Fireball, Invisibility. May have a succubus/incubus as second-in-command, but succubi tend to resent being second to any but a Greater Demon.
Demon Drone	15	9	12	12	2	Demon Infantry, highly varied, 5-7' tall, burly, crude clawed hands and horns, 2-1. Can butt for spiked shield rush like Minotaur.
Demon Imp	10	13	13	8	none	Small demon spawn, cruel humour, will often be backup for stronger demon: teleport, fireball, curse, confusion, clumsiness, rope, shock shield, reverse missiles, spell shield, dazzle
Demon Reaper	21-40	12-17	19-28	8/24	3	The most alert to the Spirit Field of the demons and charged with collecting souls as they wander. Tall (7' or so), gaunt, dark skin stretched over bones, mostly bipedal with enormous boney bat-like wings. They carry a large polearm (sickles and others), sword or axe that usually have the ability to drain life and other powers. They, like lichs, carry a MH Induce Fear around them at all times. They work alone or in very small groups (2-5). They can have a variety of spells, especially Necromantic ones (summon spectre, drain life, induce fear, etc, though they don't summon True Skeletons, darkness, teleport and mind control spells are most common.

Creature	ST	IQ	DX	MA	Armour	Notes
Demon Succubus or Incubus	13-17	14	11	10	1	Highly Attractive and vindictive demons who use wiles over brawn (including the best known, seduction, but all modes of persuasion through addition or weakness are exploited). Spells: Confusion, Curse, Glamour, Fire, Shadow, Control Person, Sleep, Illusion, Control Animal, Persuasiveness, Telepathy. Should have some talents too, weapons or Charisma, etc.
Dragonnewt	15	11	9	10	1-5	Dragonnewts stolen from RuneQuest, they come in stages, see 7HexDragon's Dragonnewt Page for copious details.
Elemental, Frost	Var	8	12	12	0	2d touch -2DX chills. Frost elementals appear as ghostly figures inside a Mist (like the spell above), they are hard to see/hit. They can cast 4 Hex Frost Cloud or if they expend 3MA in one hex, they can turn it into a Frost Cloud Hex, like the spell above. Every successful melee attack requires a save/contest save vs ST to avoid -2DX due to Chills (like the spell above). Take double damage from fire spells unharmed/unaffected by ice/frost spells (may heal them from fire damage though).
Gargoyle	20	8	11	8/16	3	2d punch. Flight
Giant	30	8	9	8	none	3+3 with club
Harpy	12	10	10	6/16	1	Looking like a large, filthy crow with humanoid head, hide stops 1, claws do 1+2, flies and likes HTH.
Llama, Battle	22	7	11	20	none	Bite 1-1 Kick 1+1. Llamas are highly loyal and protective. They do not spook and will attack bears and wolves to scatter them (though untrained ones are a bit scared of the big cats). They are as high as a Draft Horse, not as strong, but much more sure footed and agile. It takes a year for a Battle LLama to bond with its owner. Barding costs 1.5x that for horses as it has to be special made. Several tribes of nomads northwest of the IS ride these brave animals. They can navigate underground settings well, though since they can't be shoed are more likely to be injured.
Medusa	13	13	11	10	none	Look at her and 3d save vs DX or turned to stone, even reflection causes Confusion as per spell, snakes bite for 1-1 and can have any weapon.
Minotaur	19	8	13	12	1	Large (7+ foot) Bull/Human combo, wields a two handed Axe for 3d (or 3+3). Can charge and head butt, like "shield rush" with spiked shield.
Myrmidon	12	8	12	10	none	Broadsword 2-2
NightMare	24-28	7	12	24	none	Eerie steed with blazing red eyes and dull coat. Created by Vampires draining a horse and Lesser Demon desecrating the soil creating an undead/demon horse. Ridden by Vampires, Demons and others who can't get a normal horse to ride. Bites for 1+2 kicks with firey hooves for 2-1. Fearless and loyal.
Ogre	20-25	7	10	8	1	Club 1+2 to 1+5. 7' to 8' tall. Very, very aggressive and dumb, leathery skin, 1HEX

Creature	ST	IQ	DX	MA	Armour	Notes
Pixies	7	11	12	6/12	0	Pixies, the mage part of the Pixie/Sprite pair, are woodland creatures who are a bit mischevious (though rarely malicious) and are more likely to cause minor problems than major havoc. The only exceptions is that they defend their homes zealously and any incursion into their copse/wood/etc will meet with wrath. Cutting down a pixie/sprite tree will gain a blood feud with one or more pixies/sprites. Spells: rope, confusion, dazzle, illusion, drop weapon, detect magic, trip, lock/knock, sleep.
Revenant	17	13	12	12	See notes	1+3. Partially material ghostly figure, fearsome appearance reflecting their strong emotions (melting face, small black flames limning their form, etc). The most powerful of the ghostly type of undead (Wight, Banshee, Spectre, Revenant) . Cannot fly, but since most material things are more solid that the spectre he can walk on a twig, string, water, etc. Can slip in the crack under a door, etc. His hit does a Drain Life of 1+3 (registers as fatigue, but still kills if victim brought to less than zero) that goes straight to his ST and ignores all armour (even iron flesh, but enchanted armour will be at half effectiveness). He is difficult to hit well and non-magical weapons all hit at -2DX for half damage. The first successful hit by the Revenant also counts as an Induce Fear spell that the victim must save 3d against IQ (4d if he does more than 5 hits). Each additional attacks do not Induce Fear, only the first successful. Exudes a MH Despair aura and all must save ST of the Revenant vs. ST of the victim to avoid suffering the effects of that spell. Can cast Avert, 7Hex Shadow, Induce Fear, Control Person, Telekinesis, Curse and Decrepify.
Shadow Spawn	8	9	10	8	0	Ghostly creation of powerful Shadow Wights whom they summon. Touch does 1-1 fatigue damage that goes straight to the Shadow Spawn. Can cast 4HexShadow for 1ST. Light more than torch light blinds it and it will cast a 4HexDarkness to protect it and another one to confuse any enemies.
Skeleton, Lich	28+	17+	13+	10	none	Powerful Undead Mage, top of the Undead Hierarchy: Summon Skeleton Lord, Warrior, Spectre; Invisibility; Mage Sight (no ST); emits MH Induce Fear around it at no ST cost; MH Induce Fear (thrown version, at normal ST cost); Decrepitude; Drain Life; Curse; Darkness; Control Person; Spell Shield; Glamour, Dispel Illusion; Staff of Power
Skeleton Lord	18	14	16(14)	8	4	GreatSword/Hammer/PikeAx, ChainMail, Warrior Talent, Induce Fear (not ST cost), Summon Skeleton Warrior (only one at a time)
Skeleton Warrior	12	8	10	10	1	broadsword and small shield.

Creature	ST	IQ	DX	MA	Armour	Notes
Spectre	16	11	11	6/8	0	Partially material ghostly figure, looks like a pale and glassy eyed humanoid, slowish unless angered. Cannot fly, but since most material things are more solid than the spectre he can walk on a twig, string, water, etc. His hit does a Drain Life of 1d+1 that goes straight to his ST and ignores all armour (even iron flesh, but enchanted armour will be at half effectiveness). He is difficult to hit well and non-magical weapons all hit at -2DX for half damage. The first successful hit by the Spectre also counts as an Induce Fear spell that the victim must save 3d against IQ (4d if he does more than 5 hits). Each additional attacks do not Induce Fear, only the first successful. Spectres can become angered if successfully attacked and act as if berserk until attacker is dead but note the higher MA and they do not need to roll against IQ to get into or out of state.
Spider, Giant	16	1	10	12	2	1d poison 4d save vs ST or 2d
Spiders, Leaping	13	5	14/3	1	1	Leaping spiders attempt to leap up to three hexes and initiate HTH combat. They bite for 1+2 and have a poison that takes 2 hits for each of the next 2 turns, duration is cumulative, not damage. Ignores armour
Sprite	9	10	12	8/12	0	Sprites, the warrior part of the Pixie/Sprite pair, are woodland creatures who are a bit mischevious (though rarely malicious) and are more likely to cause minor problems than major havoc. The only exceptions is that they defend their homes zealously and any incursion into their copse/wood/etc will meet with wrath. Sprites have wings and can fly. Cutting down a pixie/sprite tree will gain a blood feud with one or more related Sprites and Pixies. Small Bow 1-1, Knife 1-2. Talents: Move Silently, Thief, Acute Hearing, Animal Handling. Can make good allies against invasive, tree-hating foes.
Troll, Bridge	13	8	10	10	none	1Hex, Club 1d (both), hairy, smelly, cowardly if initial assault goes badly.
Troll, Cave	26	7	10	12	1	2Hex, Club 1+2 grey scaly, Dumb as posts and aggressive
Troll, Mountain	30	7	11	12	2	2HEX, Club 1+4 Hide stops 2, dumb and huge, light mossy green scales.
Vampire	15	12	12	10/14	none	Bite does 1d and drains 2 to Vampire. Has Charisma, invisibility, summon wolf and can fly. Likes to be invisible and let wolves fight. If forced will fly into HTH to bite. Will run rather than die. Regenerates 1 ST per turn until decapitated.
Vampire Prince	19+	15+	14+	10/14	none	Same as vampire plus New Followers, Mage Sight (no ST) and Confuse (eye contact, no ST). Can have weapons skills and other talents, maybe even a few spells. Likely to have loyal henchmen hanging around for extended life from the prince (3-18 if you need a quick random roll). Most will have basic talents and not too high an IQ (few mages will follow Vampires). Can also control/influence Night-Gaunts and will have several in attendance.

Creature	ST	IQ	DX	MA	Armour	Notes
Vampire Spawn	12	9	11	10/14	none	Unwilling Return created by a Vampire sucking it dry. Same as vampire minus Charisma and Summon Wolf. Can have weapons skills and other talents. Will be under control of Vampire or Vampire Prince.
Wolf	10	6	11	12	none	Bite 1+1
Yeti	18-25	7	10-14	12	1	Club or simple spear, rudimentary intelligence and language. Can use tools and some crude weapons (sharpened stick, etc). Very dextrous and live in the glaciars north of the Karlyd Tundra. They have a very good and instinctive sense of the glaciers movement and can shift their homes to more stable ones before the old ones become unstable. They are powerful leapers and can leap 2-hexes with DX roll (and into HTH). They are scared of Frost Dragons and Karlydians who, on rare occassion, hunt them. They live in small clans of 15-30.
Zombie, Kirean	14+	7-8	9+	10	var	These are especially intelligent Zombies that have remnants of their old personality as they were created by an Impressed Remain. They can think independently if given some instructions (i.e. kill all enemies, only chase orcs, run away if you are attacked by horses). The Zombie can be confused and is very angry and prone to outbreaks, but they are fairly reliable shock troops and their ability to make rudimentary decisions puts them at a great advantage over normal Zombies. The process of creating them is horrible however, involving the torture of the victim to create an Impressed Remain and then binding that to the new corpse (it must be bound to it's own corpse and is by definition and Unwilling according to the Necromancer Code). They can be expected to retain basic low IQ talents they had in life (weapons, languages, IQ 8 or less).

5.2 Hymenopterans, or just Bugs

Bug	ST	IQ	DX	MA	Armor	Notes
Basic	6	12	10	8	1	1-2 HTH, Commander Bug, usually rides a Spyder
Gantuas	24	6	10	10	3	3Hex, Claw and Leg 3-1, Charge attack double, but must defend next turn
Low Ren- ders	10	6	11	10	none	1+1 claw
Myrmidons	12	8	12	10	1	Mace 2-1, rare, advanced, use weapons, don't need Basic
Phlanxes	16	6	10	10	2	2Hex, Horns 2d, double Charge Attack
Plunges	8	8	16	6, 14	1	Fly for 14MA, 1d stab and sting, double Charge/Swoop Attack, don't need Basic
Spyder	8	7	10	12, 10	1	2Hex, riding mount, 10MA with rider, 1d claw
Workers	20	8	8	8	none	1-1 claw, not interested in fighting unless they or hive attacked